

=> file epoabs

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* E U R O P E A N P A T E N T A B S T R A C T S *
* * * * *

=> s (slot or fruit)(w)machine?

38757 SLOT

3855 FRUIT

129757 MACHINE?

L4 411 (SLOT OR FRUIT)(W)MACHINE?

=> s respin or respun or re-spin or re-spun

2 RESPIN

2 RESPUN

13111 RE

4205 SPIN

3 RE-SPIN

(RE(W) SPIN)

13111 RE

2378 SPUN

1 RE-SPUN

(RE(W) SPUN)

L5 6 RESPIN OR RESPUN OR RE-SPIN OR RE-SPUN

=> s l4 and l5

L6 4 L4 AND L5

=> d 1-4 cit,ab

1. US 05342049A, Aug. 30, 1994, Gaming machine with skill feature;
MICHAEL WICHINSKY, et al., A63F 7/00

US 05342049A

L6: 1 of 4

ABSTRACT:

A gaming machine combines a random selection feature with a skill feature to allow the player to utilize his ability to manipulate the skill feature to improve his chances of winning on the gaming machine. A reel **slot** **machine** is combined with a playing surface using a ball. The reel **slot** **machine** is first activated and a combination of slot symbols are randomly selected. The player manipulates a ball about a playing surface and the travel of the ball can result in additional spins of one or more reels of the **slot** **machine** so that other winning opportunities can be created. The gaming machine can be operated so that the playing surface is only activated when the player achieves a losing combination on the reel **slot** **machine** portion. This allows the player a second chance to win if he can use his skill on the playing surface to **respin** the reel slots. The player can also win "bonus" amounts as set out on a predetermined schedule of payouts by his skillful manipulation of the ball on the playing surface. Alternatively, the playing surface is activated after each spin of the reels to allow the player the opportunity to **respin** one or more of the reel slots after a losing spin or to improve a low pay winning spin. Finally, the gaming machine can be operated with a progressive jackpot feature using the results of the spin of the slot reels, the skillful manipulation of the playfield feature or both.

2. US 04607844A, Aug. 26, 1986, Poker machine with improved security

after power failure; GRAEME D FULLERTON,

US 04607844A

L6: 2 of 4

ABSTRACT:

A poker or **slot** **machine** in which security is provided against tampering by monitoring the status of the reels of the machine and storing the status in a non-volatile memory. In the event of a power failure, the control unit of the machine tests the status of the reels upon power up and if the position of the reels is different to that indicated by the status held in the non-volatile memory, an alarm is initiated. If the status stored in the non-volatile memory indicates that a reel was spinning when just prior to the power failure, that reel will be **respun** upon power up. The control unit also monitors opening of the door providing access to the reel mechanism and causes the reels to **respin** whenever this door is closed.

3. GB 02109605A, Jun. 2, 1983, Coin operated or coin feed machines; PHILLIP SNELL, G07F 17/34

GB 02109605A

L6: 3 of 4

ABSTRACT:

The invention relates to coin operated or coin feed fruit machines, offering a feature commonly referred to as nudging which, though it offers a player a further chance of winning or a chance of an improved win, requires mental and manual dexterity not possessed by all players for its full utilisation. With the object of offering similar chances to the less skilled, the invention provides a feature whereby, after the reels have spun and stopped in normal play, at least one of the reels is automatically re-spun at least once, the or the last re-spin being followed by the reel's automatically undergoing a number of indexing operations. <IMAGE>

4. GB 02098779A, Nov. 24, 1982, Game-playing machines G07F 17/34

GB 02098779A

L6: 4 of 4

ABSTRACT:

A fruit machine comprises a control system 1 which supplies drive signals to a reel mechanism 2 in response to actuation of a game-initiating button 3 to cause the reels bearing fruit and other symbols to be spun and to come to rest with a combination of symbols in a viewing zone. If this combination is one of a number of possible winning combinations a prize may be awarded by a pay-out control 5 or alternatively a guaranteed-win feature may be made available to the player by a game-feature processor 6. This enables the player to gamble for a win of a higher value by depressing a guaranteed-win button 7. Depression of the button 7 causes a guaranteed-win selector 8 to select one of the possible winning combinations, and the control system 1 then causes the reels to be respun and to come to rest with the selected winning combination in the viewing zone. A prize, which may or may not

higher than the prize which would otherwise have been obtained, is then awarded by the pay-out control 5. <IMAGE>